

GAMES IN EDUCATION

LESSON PLAN

OBJECTIVES:

- Explain the importance of computer educational games as tools for learning.
- Use online resources to locate educational computer games of a given topic.

MATERIALS

- Computers with Internet access, Macromedia Flash version 6 or better, MS-PowerPoint, MS-Paint, any Screen Recorder software.

PROCEDURES

1. Begin the lesson by asking students if they have played educational computer games (diagnostic evaluation). Then, define what are computer educational games and its main purpose.
2. Teach this class under the meaningful learning philosophy through some games to provide students a bridge in which to connect new knowledge with previously acquired knowledge. Remember to motivate students, since it is an important factor for a favorable attitude towards learning.
3. Have the students to debate advantages and disadvantages of learning through computer games in general. For valid disadvantages, ask the class how will they address them? Compare learning with computer games as an extra tool as opposed to learning without them.
4. Demonstrate to students some educational games that can be found online. Try some of these games in class.
5. Show students how to search for educational on the Internet.
6. Have students to locate computer educational games for a particular topic to try it out.
7. Discuss virtual worlds and explain how different they are from games.
8. Assign individual and group homework.

EVALUATION

- Diagnostic evaluation to know the degree of knowledge that a student has about the topic to be discussed (No numeric grade is assigned)
- Numeric evaluation (individual and group work) using your preferred scale.
- Numeric evaluation for class participation.

REFERENCES

Amory, A., Naicker K., Vincent, J. and Adams, C. *The use of Computer Games as an Educational Tool: 1. Identification of Appropriate Game Types and Game Elements*, British Journal of Educational Technology.

Squire, Kurt; *Video Games in Education*
Comparative Media Studies Department, MIT.

VOCABULARY

- List and define the new concepts and terms for the students.

CREDIT

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